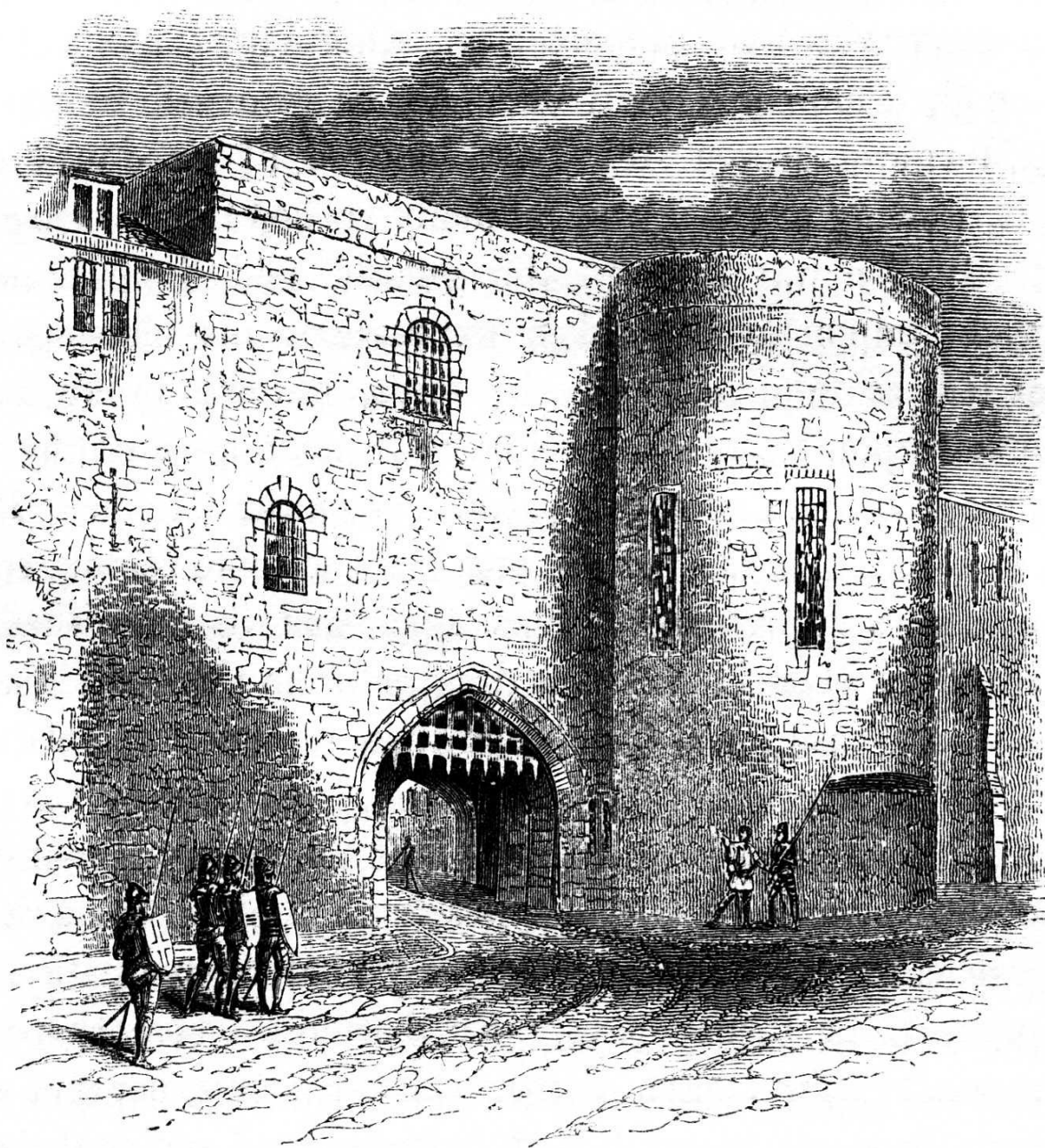


BACK  
to the  
DUNGEON  
ZINE for LL/AEC

By Eldrad

"In a little Barony far far in the Western Frontier"



Hello delvers of dangerous dungeons deep! It is I your fair narrator Eldrad and the horrible and terrible fifth level of The Black Stairs as well as a cornucopia of various topics!

### **Other Places to Spend your Gold**

Thad's Tattoo Shop - Thad is glad to tattoo you! Tattoos range from 10GP for a small one to as high as 5000GP.

Pocky's Piercings - You can get yourself pierced anywhere you want for a mere 1GP. Pocky buys and sells Jewelry.

Armor Doeth Glisten - A place where you can have your armor jeweled for 100 to 10,000GP or Silver 100GP, Gold 1000GP, or Platinum 10,000GP dipped!

The Blade Sage - You can get your weapons plated and jeweled as well. Silver 10GP, Gold 100GP, and Platinum 1000GP. Jeweled can cost from 10 to 1000GP.

Amber's Garb - Clothing as on Page 27 of the AEC. The double priced clothing is wild and cool looking.

### **Magic Users and their Weapon Training**

It is not very clear what weapons that a Magic User can use. In this world they are trained in using a dagger, staff, and darts. Why darts? Every magic user runs out of spells and has to still be able to defend themselves. It's good to do that at a distance.

### **Here is a Drow for the AEC from the upcoming Labyrinth Arcana Supplement!**

Requirements: INT 9

Ability Modifiers: DEX +1, CON -1

Ability Min/Max: STR 3/18 (16), DEX 7/19, CON 6/18

INT 8/18, WIS 3/18, CHA 3/18

Also known as dark elves, drow are a depraved and evil demonworshipping subterranean offshoot. White is the most common hair color among drow, with ebony skin and eyes a

vivid red, white, or black. Like other elves, they tend to be 5' tall and slight of build.

A Player Character is most likely going to be a Drow outcast. Never allowed to go home and never accepted in the civilized world.

They have 120" infravision, and if abruptly exposed to light are blinded for 1 rounds. In addition, when in bright light including sunlight they suffer -2 to hit and -2 to DEX.

Drow have keen hearing and are surprised only on 1 on 1d8; they move silently with 90% efficiency in leather armor or the special Drow armor and in a group made up of all Drow. If not then it is only a +20% to Move Silently.

Drow typically attack with short swords or afar with darts which are coated with poison. Victims must save versus poison at -4 or fall unconscious for 1d4 turns. Player character Drow start out with 1d6 darts but cannot replace them.

Drow can use the following spell-like abilities once per day: dancing lights, darkness, and faerie fire.

May use two light weapons without penalty

All drow save versus magical effects with a +2.

In addition, drow of 4th level or higher of any class have the following spell-like abilities once per day: detect magic, know alignment, and levitate.

Finally, female drow are more powerful than males, and once per day have the abilities of clairvoyance, detect lie, dispel magic, and suggestion.

## Adjustment

Pick Locks -5%

Pick Pockets +5%

Move Silently +20%

Hide in Shadows +10%

Hear Noise +1\*

\*Elves receive a better dice range for hearing noises. For example,

1st level elven thieves hear noises on a 1-3, and at 9th level it is 1-5.

Hear noise may never be better than 1-5.

## Dark Males

Assassin 10

Cleric 7

Fighter 10

Magic User 12

Ranger 6

## Dark Females

Assassin 10

Cleric U

Fighter 12

Magic User 5

Ranger 6

Half-Drow only retain the Drow weaknesses and none of the strengths.

## **The Gangs of Raven's Keep**

Gangs are a problem in any kingdom or empire. Here are a few that have moved into or formed in The Little Barony.

Bonstas - A really vicious and tough gang that is empire wide.

They believe in blood and fear. They are known for killing every person in an area to send a message.

They also know how to disappear when the law comes to take them out.

The Foreigners - They are criminals from foreign lands that have no loyalty or ties. They commonly take on any gangs in their way. They also have many spies and assassins and can and will do espionage for any other foreign power.

The Ladorians- A thievery's guild specialized in robbing nobles. They are ran by a sect of evil clerics who worship a god called "The Ladder".

The Daggers - A lowlife guild of thieves and thugs. They don't know when to back off and are not very careful. They also take anyone who wants to join if they survive the beat in.

The Martins - A very large and organized group much like the Bonstas but with seemingly more class. They are rumored to be in league with devils though.

### **Cantrips For Magic Users**

by Sieg & Indigo Rose (and Eldrad = X)

The Cantrip is a tiny spell created by practicing students of the magical arts during their apprenticeship and while a minor dweomer they still have some uses to the adventuring Magic-User. Elves do not obtain cantrips at first level as they don't learn such in their youth, though a friendly Magic User may teach them at a later date.

Cantrips are cast like normal spells, only the number that a Magic User may keep in their mind at one time is equal to their Magic User level plus their Intelligence bonus. Therefore, a 1st level MU with a 16 Intelligence (+2) would start with 3 cantrips, while a 6th level MU with a 13 Intelligence (+1) would have 7. As with other spells, cantrips may be memorized multiple times as desired.

A 1st level Magic User starts out with 1d4 + Intelligence modifier of cantrips known and written in their spell book.

Others may be obtained during adventures just as any other spell.

#### CANTRIPS LIST (2d8)

- |                |                      |
|----------------|----------------------|
| 2. Anatomics   | 10. Haunting         |
| 3. Block X     | 11. Prestidigitation |
| 4. Bug         | 12. Repair           |
| 5. Clean       | 13. Temperature      |
| 6. Enrich      | 14. Trip X           |
| 7. Exterminate | 15. Unseen Hand      |
| 8. Firefinger  | 16. Zap X            |
| 9. Hairy       |                      |

##### Anatomics (Evocation)

Level: 0  
Area of Effect: One person  
Duration: 1 action  
Saving Throw?: None

When this cantrip is cast, the subject will involuntarily emit a body noise or reaction of the casters choosing. Such simple reactions can be a belch, blink, nod, yawn, etc; but nothing sophisticated

##### Block (Abjuration)

Level: 0  
Area of Effect: 1 Attacking Creature within 10 feet  
Duration: 1 action  
Saving Trow: Yes

This spell blocks an attack if the magic user has not went yet in combat. If the attacker fails their saving

throw the attack is blocked by a mystical shield that is destroyed if the spell is successful or not.

##### Bug (Summoning)

Level: 0  
Area of Effect: 10 feet  
Duration: Permanent  
Saving Throw?: None

When this cantrip is used, the caster summons an insect from someplace -- where is of no importance, for the creature appears in seconds. The bug will appear in whatever spot the caster is gazing at, up to a 10 foot distance from him or her. The bug is, of course, annoyed, and it is 90% likely to sting or bite (if possible) any living creature it finds itself upon. (This will certainly cause the subject to react

violently if it would otherwise be so affected by such).

#### Clean (Abjuration)

Level: 0

Area of Effect: 4 sq. yards

Duration: Permanent

Saving Throw?: None

This cantrip enables the caster to remove heavy soil, dirt, and like foreign objects from floors, walls, dishes, windows, etc. The subject surfaces are then spotless, but care must be taken in removal of pigments and the like, so usually only one type of material will be treated in a single application. The reverse of this cantrip dirties and fouls any surface equal to the area of effect.

#### Enrich (Enchantment)

Level: 0

Area of Effect: One object

Duration: up to 6 turns

Saving Throw?: None

This cantrip enables the caster to give the subject a superior or better or different aspect of its to the senses; be they sight, smell, sound, touch or

taste. Thus, mush can be made to taste as if it were lobster bisque, but the dweomer will not actually affect quality or wholesomeness. It can also be used to restore faded hues or to tinge those already colored with a different hue. A rough canvas garment can be made to feel like silk or velvet. A rotten egg can smell like fresh daisies, and a irritating sound can be made to sound like a canary's song. However, the cantrip may only effect one sense per casting.

#### Exterminate (Abjuration)

Level: 0

Area of Effect: One small creature

Duration: Permanent

Saving Throw?: None

When this cantrip is used, the caster may kill a small pest such as a fly, mouse, rat, beetle, or the like. It is useful for indoor and outdoor applications. If the subject is very small, an area of up to 1/2 cubic foot can be rid of pests. This cantrip is effective against magical creations and normal-sized creatures magically shrunk to insect-size, but has no effect on



polymorphed creatures and similarly enchanted beings.

#### Firefinger (Alteration)

Level: 0

Area of Effect: 1/3' line

Duration: 1 round

Saving Throw?: None

The firefinger cantrip enables the caster to cause a jet of flame up to one-half foot in length to shoot forth from his or her finger. The flame is very hot and will ignite combustible materials such as parchment, twigs, kindling, and the like without difficulty, providing the materials are relatively dry. The flame persists for up to 1 round.

The reverse of this Cantrip extinguishes a small flame such as used in a lantern or candle. A torch is too large a flame to be effected with this cantrip.

#### Hairy (Alteration)

Level: 0

Area of Effect: One object

Duration: permanent

Saving Throw?: none

While this cantrip is not

actually one of the standard useful ones which apprentices reverse for mischievousness, it is one which is generally used for no good purpose. It causes hair, fur, or hairlike growth to thicken and lengthen. Thus, a head of hair, a peach, a beard, a cat, or whatever could be affected. The growth will cause the subject material to increase from 2-12 inches in length. The subject material must be trimmed or cut to remove the cantrip's effect. This cantrip can be reversed to shorten growth or effectively shave, but since the effect on short material (growth under 1 inch in length) is complete absence of growth for 2-12 days, it is not often used.

#### Haunting (Illusion)

Level: 0

Area of Effect: Special

Duration:

Saving Throw?: yes

This cantrip creates the illusion of any number of ghostly sounds such as a faint groan, creak, footfalls, etc. Naturally, those creatures within hearing distance are

allowed a saving throw versus spell, and if it succeeds, the individual will hear no such noise.

#### Prestidigitation (Illusion)

Level: 0  
Area of Effect: One small item  
Duration: 1 round  
Saving Throw?: nil

This cantrip enables the caster to secret or cause to appear a small object in his hand without seeming to do so. The item created to appear from nowhere is illusory, and will disappear in 1 round.

#### Repair (Alteration)

Level: 0  
Area of Effect: One object  
Duration: Permanent  
Saving Throw?: None

This cantrip repairs small breaks in objects. It will weld a broken ring, chain link, medallion or ripped material, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by a

Repair cantrip. This cantrip will not repair magic items of any kind.

#### Temperature (Evocation)

Level: 0  
Area of Effect: 1' cube  
Duration: special  
Saving Throw?: none

A cantrip of this nature allows the caster to cause non-living liquid or solid material to become about 40Â°F. warmer or cooler than it was, subject to a minimum temperature of freezing. The warming or chilling effect lasts for but an instant, after which the subject returns slowly back to normal temperature.

Trip (Summoning)  
Area of Effect: One creature touched  
Duration: 1 Action  
Saving Trow: Yes

A force is summoned that trips the victim.

#### Unseen Hand (Conjuration)

Level: 0  
Area of Effect: One creature/item  
Duration: 1 action  
Saving Throw?: Save vs. Magic to avoid a 1 round distraction.

By means of this cantrip, the caster causes an unseen hand to perform simple actions such as open/close a door, lift a small object and carry it (1 lb limit) within 10 feet radius of the caster, and poke or pinch a target as desired. If this cantrip is used on a spellcaster, the target must make a saving throw vs. magic, with success meaning that the target is not distracted. Failure causes a 1 round

distraction and may interrupt spell casting at DM's discretion.

Zap (Evocation)

Level: 0

Area of Effect: 10 Feet

Duration: 1 Action

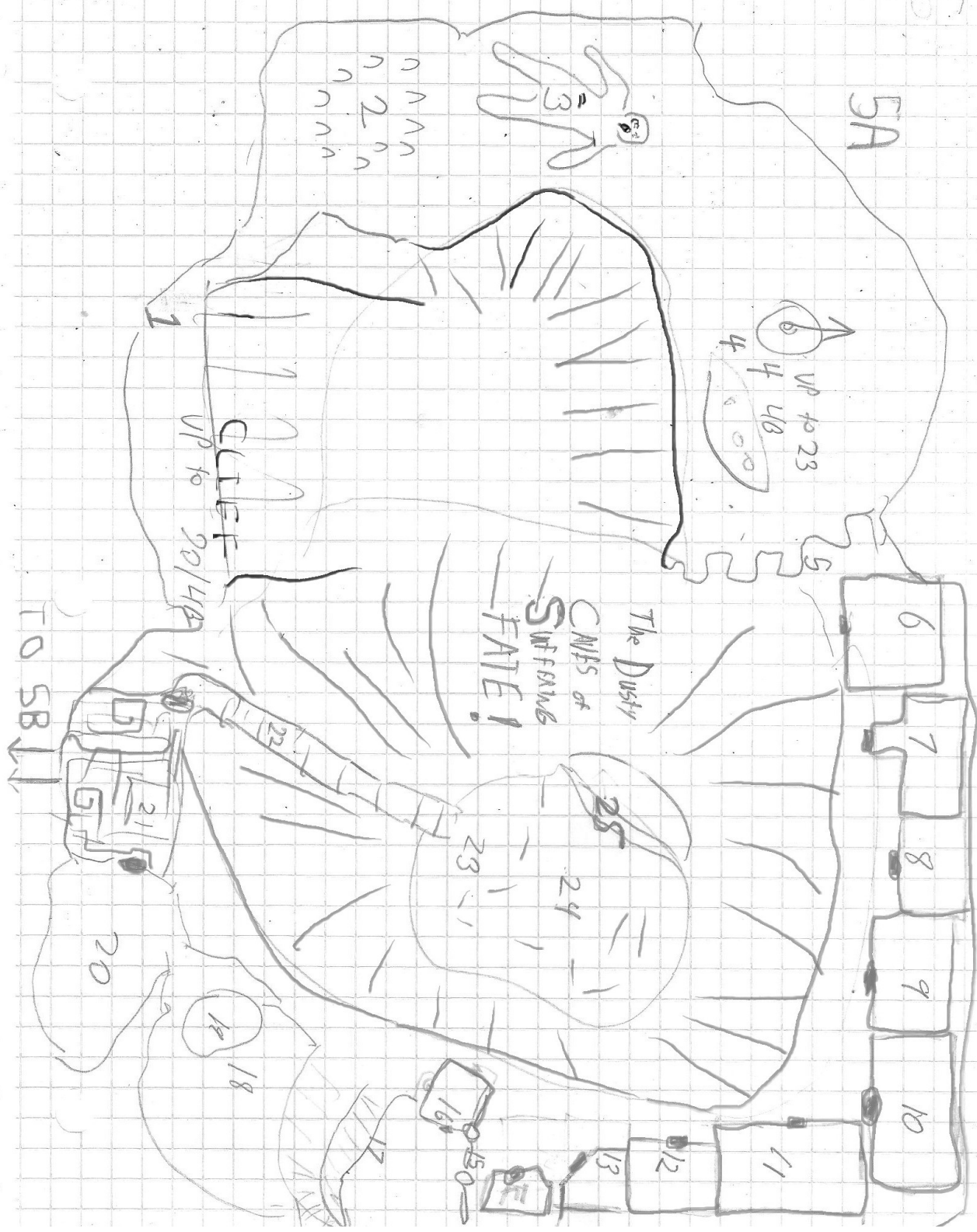
Saving Throw: Yes +  
Dexterity Modifier

A small bolt of energy zaps opponent for 1d4 temporary damage.

#### The Black Stairs Level 5

Now it seems that the civilized areas are opening to wilder cave like areas. Some look as if they may have been carved but they appear weathered and worn by the eons of time. It appears that these areas are more underworld lands than dungeon with high ceilings overhead. This area is meant to be a transitional point between the old dungeon to more weird areas where the rules of time, space, and the dimensions are bent and warped!





## **5A The Dusty Caves of Suffering Fate**

1. The Worn Trail - It appears this place is dry and dusty. It appears this used to be an underground lake. Up above luminescent Fungi glow an eerie glow. There are many bones and broken weapons, armor, and equipment as well as rags and ropes new and old from the many people who have fallen down this cliff. Up to 20/4B.

2. The Graveyard - An ancient graveyard sits here, lost in time. All of the graves have some foul language written upon them and what appears to be a robed magic-user lays almost dead by one of the graves his eyes. Ears and tongue exploded out of his head. It's language is unknown to all save a Wizard or Cleric making an Intelligence check at HALF the score. IF they succeed in reading the language they must save or die. Before they even inquire about trying to read the graves they will get a terrible feeling. Any cleric that prays may get a warning from his god. IF the four main crypts are disturbed three Specters burst forth! SPECTRE (UNDEAD) #ENC 1d4 (1d8); AC 2; MV 150` (50`); HD 6; THAC0 14; #AT 1 (touch); D 1d8 + drain level; SV F6; ML 11; AL C; HOARD XVIII; XP 1,070. [LL 96]

3. The Giant's Corpse - Laying on the bank is the rotting body of some kind of giant. It's kind is unknown as it is over 60 feet tall! If the party gets near then they find out it's Full of Beetles! Eight beetles come forth and attack with extreme veracity! BEETLE, GIANT CARNIVOROUS #ENC 1d6 (2d4); AC 3; MV 150` (50`); HD 3+1; THAC0 16; #AT 1 (bite); D 2d6; SV F1; ML 9; AL N; HOARD VI; XP 65. [LL 65]

4. Broken Ship - A hole Up to 23/4B shines a strange light down upon a broken ship. An entire ship on the banks of an underground river system? It has sails and oars and the ship is full of broken skeletons with many of their bones still chained to their leg and arm bones. The party should get the impression of a sad and terrible slow death of the slave rowers. From the inside three Giant Tuatara Lizards attack! LIZARD, GIANT TUATARA #ENC 1d2 (1d4); AC 4; MV 90` (30`); HD 6; THAC0 14; #AT 3 (2 claws, bite); D 1d4/1d4/1d6; SV F4; ML 6; AL N; HOARD VII; XP 570. [LL 84]  
INDIVIDUAL TREASURE: Coins (39sp), Historical Captain's Log

from 300 years ago worth (1000gp) to the university.

5. Dock Area - A dock on the banks of a dried underground lake. To the northeast a row of fine buildings are seen in the eerie glow of the fungus above. The wood buildings on the docks have all been dissolved by a weird fungus and all wooden items will fall apart by next week that is in the area if a party member touches the spores. Any treant or plant creature will die in 1d6 days the players come in contact with until a cure disease is cast upon them. Evidence of infection of the plant killing fungus is a stinky brown coating that covers the victim. Other than that it does no harm. Any person waling on the docks will have to make a Dexterity save to jump back or fall 30 feet to the empty lake bottom below and take 3d6 damage! There is a hidden crate with a poisoned surface and a pittance of treasure inside. TREASURE (Crate [LOCKED] - HIDDEN: Secret Space under Container. - TRAPPED: Contact Poison on Container 1 rounds save at +4 for 0hp or fail for 15hp damage}).): Coins (1344sp)

6. Old Tavern - A weird empty old tavern sits here. It has ten rooms and everything is rather strangely in place but dusty from the years of neglect. There is no food, drink, or anything in here save a trapped sack. ROOM TREASURE (Sack - TRAPPED: Spring Darts Firing up from Inside Bottom of Container [1d4+4 damage/attacks as a Lvl 4 Fighter].): Coins (1758sp)

7. Old Temple - Here is a great empty temple to some lost forgotten god. Strange writing reveal the new religion that is LE in nature but the details are up to the referee. Any player converting to the religion after studying and transcribing the unholy writ for five months becomes a cleric of equal level and loses all other class abilities.

8. Store - A huge store full of rotten and decayed items. There is a weapon rack of rusted weapons and a huge display of armors all ruined by time.

9. Tavern - Yet another Tavern with a very fine design. It is over four stories and the inside has collapsed leaving an empty shell. Three very hungry Giant Horned Chameleons

Lizards lurk above ready to drop down and eat.

LIZARD, GIANT HORNED CHAMELEON #ENC 1d3 (1d6); AC 5; MV 120` (40`); HD 5; THAC0 15; #AT 2 (bite, horn); D 2d4/1d6; SV F3; ML 7; AL N; HOARD VI; XP 800. [LL 84]

10. Inn - A weird inn of ten rooms sits here. The entire place is full of rotted refineries that fall apart from dry rot. In seven there is a metal urn that some drow tried to drag out and her skeletal body still lays where it died.

ROOM TREASURE (Metal Urn - TRAPPED: Spring Darts Firing up from Top of Container [1d4+4 damage/attacks as a Lvl 4 Fighter].): Gems (2125 gp total) [chrysoberyl(120gp) --- jade(110gp) --- sard quartz(30gp) --- turquoise(16gp) --- jade(160gp) --- blue sapphire(1200gp) --- coral(120gp) --- hematite(9gp) --- red spinel(160gp) --- aquamarine(200gp)]

11. Mansion - A mansion of over 50 rooms above and below ground. IF the players explore they find an Imp Devil named Horace and he will try and kill them if he can. He will try surrender to save his own life and will try and deceive the players and send them to their doom by leading them to the

Horned Devils in section 24. DEVIL, IMP (LESSER DEVIL) #ENC 1 (1); AC 2; MV 60` (20`) Fly 180` (60`); HD 2+2; THAC0 17; #AT 1 (tail); D 1d4; SV F2; ML 8; AL LE; HOARD XIII; XP 83. [AEC 119] LAIR TREASURE (Crate [LOCKED] - HIDDEN: Invisibility.): Coins (4546sp)

12. Green House - This weird green house of stone is open and strangely bare of all contents. Even the second floors are gone leaving a two story hollow stone shell. There are 3 patches of Green Slime inside on the walls.

GREEN SLIME #ENC 1 (0); AC NA; MV 3` (1`); HD 2; THAC0 18; #AT 1; D digestion; SV F1; ML 12; AL N; HOARD None; XP 38. [LL 80]

13. Red House - A hose locked tight and preserved as if the people left on a trip and never came back.

ROOM TREASURE (Stone Container [LOCKED] - HIDDEN: Secret Space under Container.): Coins (157gp)

14. Blue House - A house of blue stone that is full of an impenetrable darkness that cannot be dispelled.

15. Back Gate - What looks like an old guard gate with the doors barely hanging on. This time four hungry Giant Tuatara Lizards lurk here and attack.

LIZARD, GIANT TUATARA #ENC 1d2 (1d4); AC 4; MV 90` (30`); HD 6; THAC0 14; #AT 3 (2 claws, bite); D 1d4/1d4/1d6; SV F4; ML 6; AL N; HOARD VII; XP 570. [LL 84]

16. Guard House - This old guard house contains 10 Ghouls and they are particularly crafty attacking from all sides any who survived the Giant Tuatara Lizard attack.

GHOUL (UNDEAD) #ENC 1d6 (2d8); AC 6; MV 90` (30`); HD 2 (turn as 3 HD); THAC0 18; #AT 3; D 1d3/1d3/1d3 + paralysis; SV F2; ML 9; AL C; HOARD XXI; XP 47. [LL 76]

LAIR TREASURE (Metal Chest [LOCKED]): Coins (4072cp --- 3038gp)

17. Drop Off Forever - This is a cliff that falls off what looks like forever. Remnants of a bridge hang off both sides. All the rope the party may have will not allow them to get to the bottom. There is a narrow part to the east that could be jumped by making a Dexterity check and having a light load.

18. Fungi Forest - A weird forest of giant mushrooms with weird noises in the distance from all around.

19. Hunter Hill - A hill with a small lodge that has the title Hunter Hill. It appears to still be quite sturdy but there are no supplies. Cold breezes blow from the southwest.

20. Cold Cave - This cave is cursed by a severe cold. A Winter Wolf guards this pathway! If one sleeps here they will take 1d6 damage an hour from the cold.

WOLF, WINTER #ENC 2d4 (2d4); AC 5; MV 180` (60`); HD 6; THAC0 14; #AT 1 (bite) or 1 (breathe); D 2d4 or 6d4 breathe (SV breath attacks for half damage); SV F6; ML 10; AL NE; HOARD XIV; XP 820. [AEC 140]

21. Maze - A foul and dirty maze from some ancient age is here with its three minotaur guards.

MINOTAUR #ENC 1d6 (1d8); AC 6; MV 120` (40`); HD 6; THAC0 14; #AT 2 or 1 (gore and bite, or weapon); D 1d6/1d6



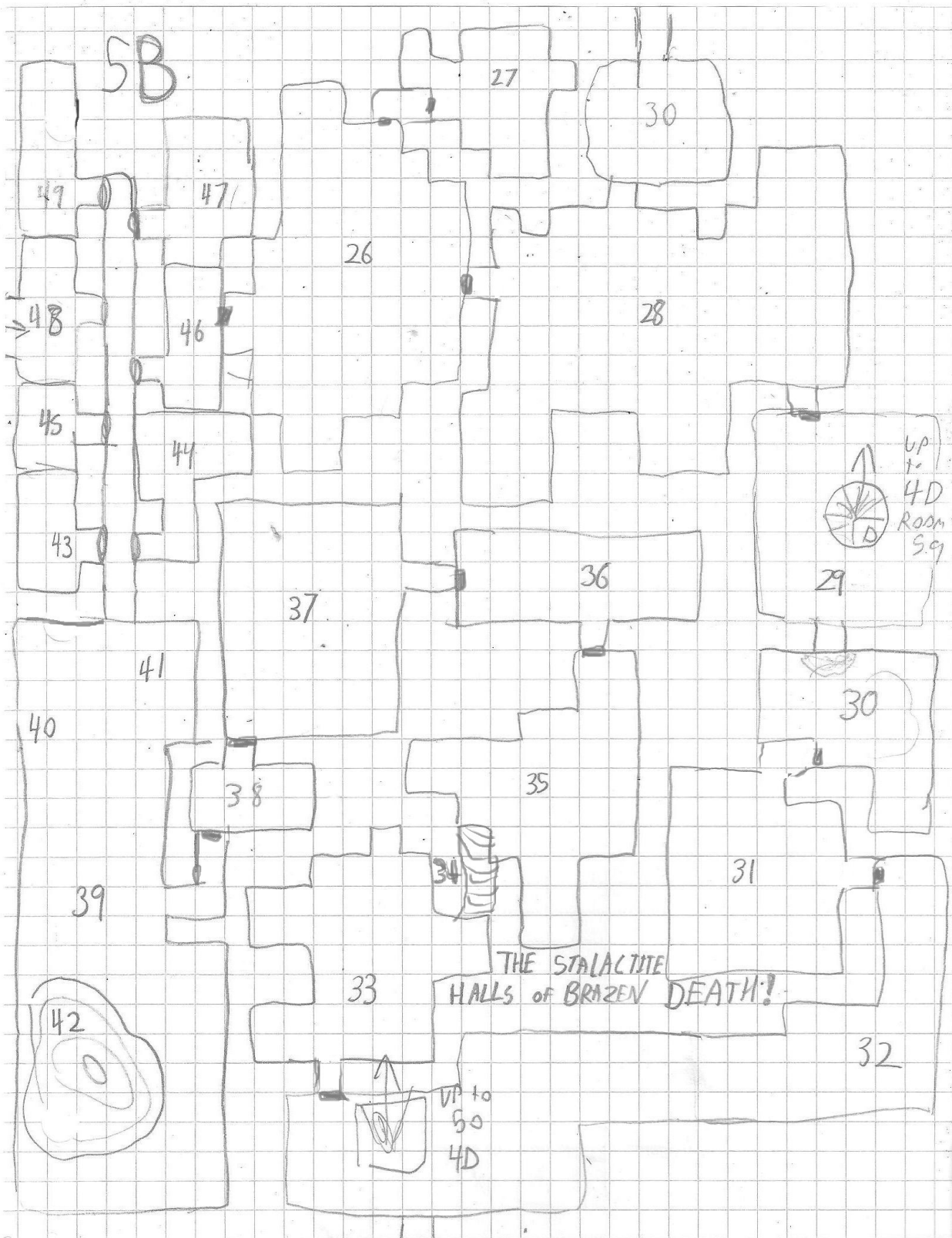
or weapon; SV F6; ML 12; AL C; HOARD XXII; XP 820. [LL 88]  
GP: 3000 Gems (10): Azurite-25 gp, Carnelian-75 gp,  
Tourmaline-500 gp, Citrine-250 gp, Moonstone-75 gp, Jasper-  
100 gp, Blue Quartz-10 gp, Bloodstone-100 gp, Eye Agate-10  
gp, Lapis Lazuli-10gp. Total Value: 1155 gp. Jewelry: (33):  
Goblet-200 gp, Medal-20 gp, Medallion-10 gp, Choker-1300  
gp, Goblet-20 gp, Earring-600 gp, Brooch-40 gp, Necklace-  
1300 gp, Coffin-1600 gp, Necklace-700 gp, Coffin-40 gp,  
Brooch-1300 gp, Statuette-100 gp, Ring-300 gp, Idol-500 gp,  
Necklace-800 gp, Necklace-1200 gp, Brooch-1100 gp, Medal-  
200 gp, Idol-70 gp, Necklace-1800 gp, Coffin-70 gp,  
Necklace-40 gp, Locket-1400 gp, Medallion-40 gp, Arm band-  
100 gp, Coffin-40 gp, Medallion-300 gp, Statuette-900 gp,  
Coffin-30 gp, Ring-80 gp, Pendant-40 gp, Medallion-500gp.  
Total Value: 16740 gp. Magic: Sword +1, +3 versus dragons  
(LL), Potion of Levitation, Potion of Oil of Etherealness

22. Stared Walkway - This stone bridge or dock used to  
float but now serves as a walkway to the bottom of the dry  
lake. From above the phosphorescent fungus makes it look  
like a starry sky.

23. Bottom - The bottom of the lake is some 50 feet below.  
A metal statue sits at the bottom of the lake.  
ROOM TREASURE (Iron Trunk [LOCKED] - HIDDEN: Disguised to  
Appear as Something Else.): SP: 5000 GP: 1200 Jewelry: (8):  
Statuette-1100 gp, Necklace-700 gp, Necklace-20 gp,  
Necklace-1500 gp, Seal-300 gp, Fob-1400 gp, Earring-50 gp,  
Choker-800gp. Total Value: 5870 gp.

24. From the Darkness - They were watching the party from  
the dark! Two Horned Devils come forth and attack! These  
devils plan to take all the slain souls back to hell!  
DEVIL, HORNED (GREATER DEVIL) #ENC 1d2 (1d4+1); AC -5; MV  
90` (30`) Fly 180` (60`); HD 5+5; THAC0 14; #AT 4 (2 claws,  
bite, tail) or 1 (weapon); D 1d4/1d4/1d4+1/1d3 or 2d6; SV  
F5; ML 9; AL LE; HOARD XIV; XP 1,260. [AEC 118]  
LAIR TREASURE (Small Coffin [LOCKED]): Long Sword +4,  
Defending

25. The Cliff Down - Filled with Green Water with Poison  
Save or DIE! Dead people float in the water. At least 30 of  
them and they do not seem to rot.



## **5B The Stalactite Halls of Brazen Death**

This area houses a natural cave that has been shaped by unknown miners. Stone has been hewn to make the walls and corners square.

26. Gnoll Lair - Here is the main lair for the foul gnolls and their demon worship! The gnolls have a problem with a Wind Walker trapped in 29 and if spoken too would pay the players to rid them of the creature.

GNOLL #ENC 1d6 (3d6); AC 5; MV 90` (30`); HD 2; THAC0 18; #AT 1 (weapon); D 2d4 or weapon; SV F2; ML 8; AL C; HOARD XIX; XP 47. [LL 77]

27. Gnoll Lair Storage - Here is a common storage area of storage with nothing more than food and special preserved meat.

28. Gnoll Lair Commons - Here is where the female gnolls lurk with their children.

29. Gnoll Lair Abandoned Section - This area has a huge hole in the roof up to 59/4D that drop 20 feet to a shaky iron set of spiral stairs. This area has been magically wizard locked. A Wind Walker lurks here trapped for the time being waiting for a way out.

WIND WALKER #ENC 1d3 (1d3); AC 7; MV 150` (50`) Fly 300` (100`); HD 6+3; THAC0 13; #AT 1; D 3d6; SV F6; ML 9; AL N; HOARD XXII; XP 680. [AEC 140]

LAIR TREASURE (Barrel - TRAPPED: Contact Poison on Container 1 rounds save at +4 for 0hp or fail for 15hp damage}): Coins (2952ep --- 8259gp)

30. Trash Dump - Here is the worst smelling trash dump ever. In fact save vs Poison or vomit so violently that you take 1d20 damage folding your guts inside out.

ROOM TREASURE (Crate [LOCKED] - HIDDEN: Under a Heap of Trash.): Coins (1000cp)

31. Tingling Caves - This cave has a tingling noise and within it lurks a single succubus. She was trapped here by the Wind Walker and was hoping to get to the surface where she can do great evil. She is claiming to be a princess from above but is ignorant of real world things.

DEMON, SUCCUBUS/INCUBUS (STANDARD ORDER DEMON) #ENC 1  
(1); AC 0; MV 120` (40`) Fly 180` (60`); HD 6; THAC0 14;  
#AT 2 (claws); D 1d3/1d3; SV F6; ML 7; AL CE; HOARD XI,  
XIV, XV; XP 1,320. [AEC 114]

32. Flooded Area - This area is flooded with stinging filthy water but is otherwise safe. Water flows from above. Graffiti on the wall says "THE WATER IS POISONOUS AND DEADLY! NONE HAVE SURVIVED!" Up to 50/4D

33. Pile of Stones - Here are piles of stone making it very difficult to cross over. One must make a DEX save in order to move. A trio of stone statues stands guard to the door of room 36 and will do nothing unless the door is touched. Weird evil laughter is heard on the opposite side of the room the players are on and this keeps going as long as they are there.

STATUE, ANIMATE STONE #ENC 1d3 (1d3); AC 4; MV 60` (20`); HD 5; THAC0 15; #AT 2 (fists); D 2d6/2d6; SV F5; ML 11; AL C; HOARD None; XP 500. [LL 98]

34. Giant Steps - A set ancient natural and carved steps go up here and four frogs guard this area having been chased out of their water by the animated statues. Graffiti: BEYOND HERE IS THE WISDOM OF THE LOST GOD!

TOAD, GIANT POISONOUS #ENC 1d4 (1d4); AC 7; MV 90` (30`); HD 2+2; THAC0 17; #AT 1 (bite); D 1d4+1 SV poison or die; SV F1; ML 6; AL N; HOARD None; XP 59. [AEC 138]

35. Monolith - An ancient Monolith sits here as it was found by the original explorers of the caves. The Monolith has many carvings on it and can serve as a new religion in the world. The Monolith tells of the God Soki the Defiler CE and how one can become one of his clerics. Soki will aid his clerics in spreading his truth and then taking over the world. Transcribing the writing on the Monolith will take 1 week and be worth 5000 GP at the university. Anyone reading the "Truths of Soki" must save vs Spells or become charmed by the Monolith and want nothing more than to transcribe the stone and defend it. They will give their everything and all to Soki!

36. Crypt House - The six loyal followers of Soki were

trapped here many centuries ago. The door is magically warded to never open for the followers. They are still very much active and would love to get out of warded doors.

GHOUL (UNDEAD) #ENC 1d6 (2d8); AC 6; MV 90` (30`); HD 2 (turn as 3 HD); THAC0 18; #AT 3; D 1d3/1d3/1d3 + paralysis; SV F2; ML 9; AL C; HOARD XXI; XP 47. [LL 76]

LAIR TREASURE (Huge Chest [LOCKED]): Gems (468 gp total) [chrysoberyl(96gp) --- aquamarine(372gp)] === Coins (1540gp)

37. Main Crypt - The Evil High Priest of Soki was laid to unrest here in this crypt behind warded doors. He is nothing more than a Wraith vicious and evil. He would love to get free and regain his flock in order to destroy mankind. He can through his temple reform into a 10 level Evil Cleric after performing a ritual for 1d100 days and spending 1000gp or sacrifice a pure virgin a day. An elf virgin is worth x10 in blood.

WRAITH (UNDEAD) #ENC 1d4 (1d6); AC 3; MV 120` (40`) Fly 240` (80`); HD 4; THAC0 16; #AT 1 (touch); D 1d6 + drain life energy; SV F4; ML 12; AL C; HOARD XVIII; XP 300. [LL 102]

LAIR TREASURE (Sack - TRAPPED: Contact Poison on Container 1 rounds|save at +4 for 0hp or fail for 15hp damage}): Coins (1285sp --- 5003gp)

38. Pile of Bodies - These rotten bodies have not been here very long. All are naked and have signs of great torture.

ROT GRUB #ENC 0 (5d4); AC 9; MV 10` (2`); HD 1 hp; THAC0 19; #AT special; D special; SV 0 human; ML N/A; AL N; HOARD None; XP 5. [LL 93]

#### FUNGI FOREST!

39. Field of Fungi - A forest of giant mushrooms is here. From the darkness of the forest a Nightmare attacks! The party must fight or die!

NIGHTMARE #ENC 1 (0); AC -4; MV 150` (50`) Fly 360` (120`); HD 6+6; THAC0 13; #AT 3 (bite, 2 hooves); D 2d4/1d6+4/1d6+4; SV F6; ML 10; AL CE; HOARD None; XP 980. [AEC 132]

40. Fungi Forest Wolverine Lair - A very grouchy Wolverine lives here that has become pale white from living

underground.

WOLVERINE       #ENC 1 (1d3); AC 5; MV 120` (40`); HD 3;  
THAC0 17; #AT 3 (2 claws, bite); D 1d4/1d4/1d4+1; SV F3; ML  
10; AL N; HOARD None; XP 80. [AEC 141]

41. Fungi House - An old cottage sits here in the forest of fungi. It is a safe haven for the night as it has firewood and fresh food and drink. The place seems a bit suspicious though. It is actually the home of a very powerful fighter named Sir Ted but he is out adventuring.

42. Fungi Pond - A stinking pond with the sounds of Frogs! Big frogs, little frogs, GIANT FROGS with 3HD! In fact there are 20 of them! They are all hungry so fight or die! The frogs will pursue the party as they are variously hungry!

FROG, GIANT       #ENC 5d8 (5d8); AC 7; MV 30` (`10) Swim 90` (30`); HD 1-3; THAC0 19/18/17; #AT 1 (bite); D 1d3, 1d6, 2d4; SV F1-3; ML 7; AL N; HOARD None; XP 13; 29; 65. [AEC 126]

#### CARVED BUSINESS SECTION

This area is covered in what looks like records of the past which were transactions of business and finance from many hundreds of years ago. ALL the papers combined which is 20 lbs. is worth 200 GP

43. Office of Requisitions - This office is totally trashed. Only resident is a hungry Carcass Scavenger.

CARCASS SCAVENGER       #ENC 1d3 (1d3); AC 7; MV 120` (40`); HD 3+1; THAC0 16; #AT 8 (stingers); D paralysis; SV F2; ML 9; AL N; HOARD XXI; XP 135. [LL 67]

44. Main Secretary - The Main Secretary used to work here. If fact here mummified body still sits at her desk.

45. Janitor and Flunky Office - Here a few spirits still try and move things around and clean the floors that can never be cleaned.

46. Business Foyer - This area was entered from room 26 and served as a foyer.

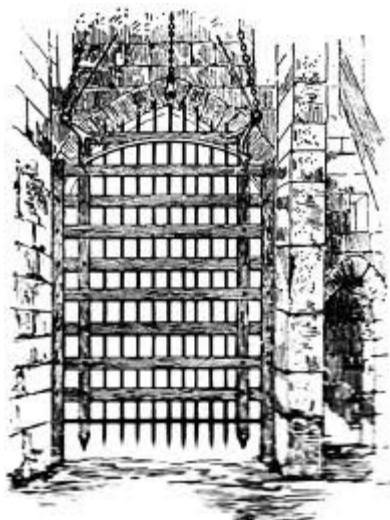
47. Manager - The business manager Mr. Quiley still is here trying to figure out what is wrong with the finances. He is a blind and deaf ghost who appears to be suffering. A bless spell sends him on his way.

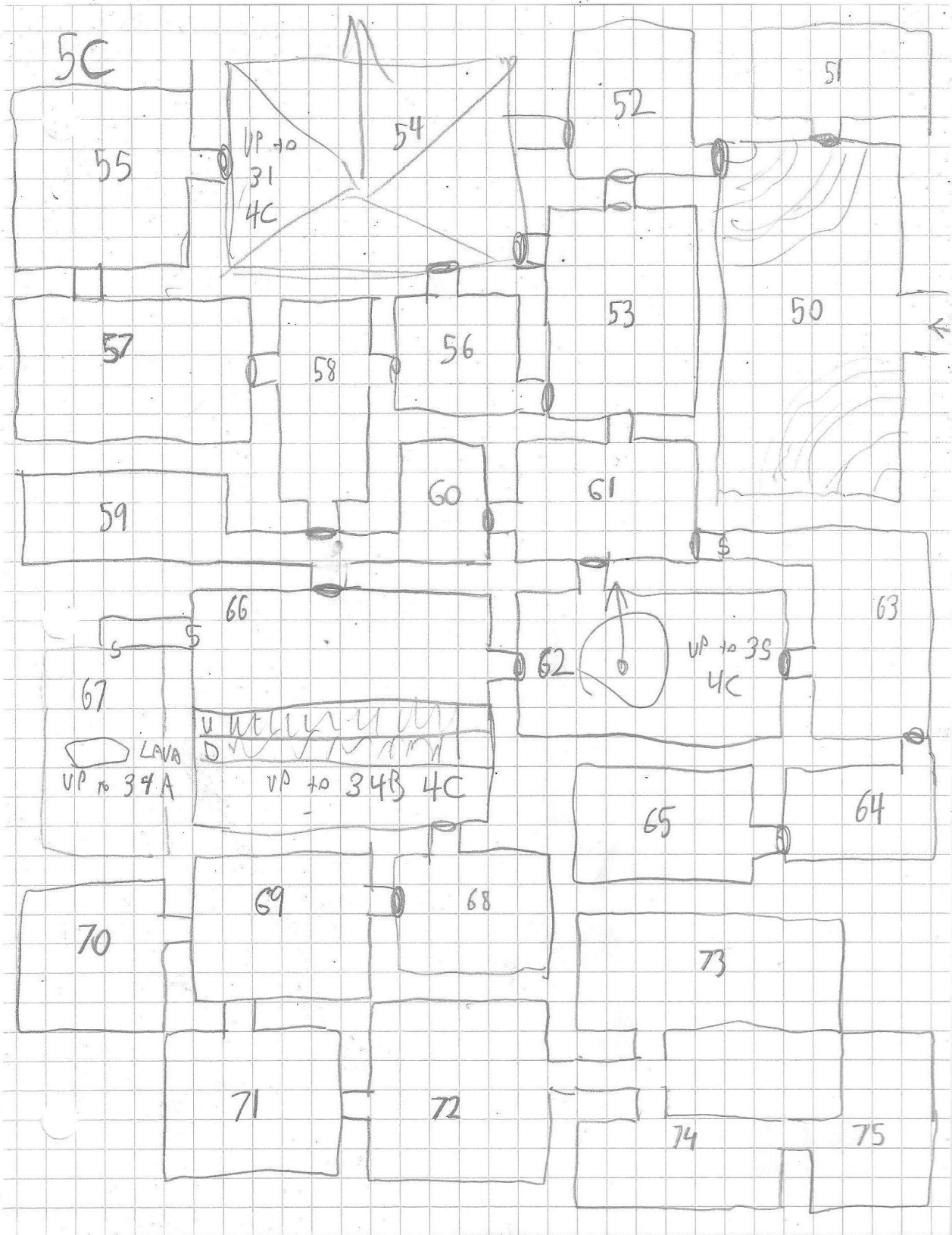
48. Back Door - A five headed Hydra lurks here and she is hungry and very vicious!

HYDRA #ENC 1 (1); AC 5; MV 120` (40`); HD 5-12; THAC0 15/14/13/12/12/11/11/10; #AT Per head; D 1d10 per head; SV F5 to F12; ML 9; AL N; HOARD XXI; XP As HD. [LL 82]

49. Assistant Manager - Here is a rather intact room with many piles of paper. Candles are all over the room unlit. Looks like a great place to sleep and it is evident that other people slept here, except for the Slithering Tracker that is on the ceiling with only a 5% chance to see it! It will follow the party until they rest and try and get at them. A new looking journal is found with many of the pages stuck together. The last entry says: *Where is my Theodore? He was here last night but as we slept he just disappeared! Now I am alone and this level is too deadly! I will try and make it out tomorrow!* It is dated 4 days ago.

SLITHERING TRACKER #ENC 1 (1); AC 5; MV 120` (40`); HD 5; THAC0 15; #AT 0; D If victim sleeps SV paralyze; SV F5; ML 10; AL N; HOARD XX; XP 500. [AEC 136]







## 5C The Old City of Forbidden Doom

Long ago they tried to make a life here separate from the other fools above them in the upper caves. They heard rumors of the Old City and moved here. All of them died horribly! They died of some sort of insanity that infected them and the monsters that lurk below! The walls appear to have cracks in them from some past earthquake.

50. Grand Entrance - Here Be the Grand Entrance to the City Below! It's flooded on the northwest and southwest corners and there are 30 damn 3HD Giant Frogs that pour out of the water!

FROG, GIANT #ENC 5d8 (5d8); AC 7; MV 30` (`10) Swim 90` (30`); HD 1-3; THAC0 19/18/17; #AT 1 (bite); D 1d3, 1d6, 2d4; SV F1-3; ML 7; AL N; HOARD None; XP 13; 29; 65. [AEC 126]

51. The Guard Post - Here appears to be a guard post. If the far right corner is stepped on the Falling Door trap is set. Only from the outside can the door be opened. An assortment of weapons and armor in fair shape is here although antique and weird looking. There is furniture and dividers here as well as beds all in bad but functional shape.

ROOM TRAP: Falling Door does 3d6 damage unless a Death Ray is saved plus Dexterity bonus.

ROOM TREASURE (Crate [LOCKED] - HIDDEN: Illusion to change or hide appearance. - TRAPPED: Poisoned Needles in Lock/Handles 1 rounds|save at +4 for 0hp or fail for 15hp damage}).): Coins (1023gp)

52. Clothing Store - Here very odd fashions many ages old hang here as well as more recent but still old fashions hang here. All of the clothing is rotted and moldy! Sketches of the styles could provide a 1000GP bonus if given to the right noble woman. Lurking in the racks are three spitting cobra who slink around and try a sneak attack!

SNAKE, SPITTING COBRA #ENC 1d6 (1d6); AC 7; MV 90` (30`); HD 1; THAC0 19; #AT 1 (bite or spit); D 1d3 + poison; SV F1; ML 7; AL N; HOARD None; XP 13. [LL 96]

53. Giant Common Room - There are a tribe of 24 **deep elves**

down here in obviously bad shape. They are all servants of the Great White Lizard in room 66 and will try and bring the players to meet him. It appears that 10 of them are dying from poisons from a vicious tribe of kobolds that attacked them in a cave area not very far away. If the players helped any of the Deep Elves in level above they may get treated friendly but for the most part Deep Elves are scum. Door to the SW to room 56 is barred. Door to the N to room 52 is stuck. Door to NW to room 54 is Barred. Elf, Deep #Enc. 1d10 (4d12), AL NE, MV 120` (40`), AC 5, HD 1, #AT 1 (weapon), THAC0 19, DG As weapon, SV F1, ML 7, THC XX, XP 10, BOOK AEC, PAGE 123

54. Lower Hanging Sphere Room - There are various Spheres hanging on chains above. This is an empty Room except for five bodies of various states of decomposition and possibly an injured PC. Up to 31/4C.

55. The Northwest Luxury Estate - A very fine room with a living area and many beds and couches. This was truly a fine place at one time. There are 30 very vicious and evil kobolds down here who are trying to return to the first level of the dungeon. They are very tactical and use small darts and short bows with a paralytic and sickening poison that is made from a fungus that only grows down here. They are ready at the door for ambush and have small squads of five guards patrolling the hallways. One of the squads stole the treasure horde from the Werebears in room 55.

KOBOLD #ENC 4d4 (6d10); AC 7; MV 60` (20`); HD 1d4 hp; THAC0 19; #AT 1 (weapon); D 1d4 or weapon -1; SV 0 human; ML 6; AL C; HOARD I (XIII); XP 5. [LL 83]

INDIVIDUAL TREASURE: Coins (15cp) elven chain

STOLEN WEREBEAR TREASURE: SP: 8000 GP: 800 Gems (8):

Spinel-750 gp, Obsidian-10 gp, Blue Quartz-25 gp, Jasper-100 gp, Smoky Quartz-250 gp, Eye Agate-25 gp, Hematite-50 gp, Banded Agate-25gp. Total Value: 1235 gp. Jewelry: (8): Buckle-800 gp, Ring-1800 gp, Necklace-800 gp, Pin-600 gp, Headband-700 gp, Necklace-500 gp, Medallion-600 gp, Seal-200gp. Total Value: 6000 gp.

Magic: Sword -1 (cursed)

56. Evil Temple - Here a very fine temple was installed

here dedicated to the evil Demon Lords. A lonely Quasit lurks here ready to trick or deceive. He is looking for a Magic User so that he can become his Familiar. He hates the other Quasit in 83.

DEMON, QUASIT (LOWER ORDER DEMON) #ENC 1 (0); AC 2; MV 150` (50`); HD 3; THACO 17; #AT 3 (2 claws, 1 bite); D 1d2/1d2/1d4; SV F3; ML 10; AL CE; HOARD XIx2; XP 95. [AEC 113]

57. Northwest Luxury Estate Harem Room - An old decaying harem room that smells like rotten vegetation. Strange locust statues 10 in all set strangely around the place. Unfortunately these are not statues but Subterranean Locust!

LOCUST, SUBTERRANEAN #ENC 2d10 (1d10); AC 4; MV 60` (20`) Fly 180` (60`); HD 2; THACO 18; #AT 1 (bite, slam, or spit); D 1d2/1d4 or special; SV F2; ML 5; AL N; HOARD None; XP 38. [LL 85]

58. Northwest Estate Smaller Common - Yet another rotten luxurious room with 3 Giant Draco Lizards hanging on the rafters. Door open to the south.

LIZARD, GIANT DRACO #ENC 1d4 (1d8); AC 5; MV 120` (40`) Fly 210` (70`); HD 4+2; THACO 15; #AT 1 (bite); D 1d10; SV F3; ML 7; AL N; HOARD VI; XP 215. [LL 84]  
INDIVIDUAL TREASURE: Coins (98cp)

59. Northwest Estate Girls Room - This appears to have been a girl's room except the wallpaper is coming off revealing horrible demonic paintings and frescos. Bones, Teeth, Hair, Dolls, and Dresses litter the floor.

60. Northwest Estate Boys Room - This appears to be a room where many boys were housed. The walls are covered in dried crushed flat boys though some of them appear to be still quite alive and breathing but unable to talk or be healed. Only their eyes and lips move. They fall apart if you try and take them down.

ROOM TREASURE (Metal Urn - HIDDEN: Secret Compartment in Container. - TRAPPED: Spring Darts Firing from Front of Container [1d4+4 damage/attacks as a Lvl 4 Fighter].):  
Coins (1978cp)

61. Tavern and Kitchen - Here in this kitchen lurks 24 zombies ready to kill.

ZOMBIE (UNDEAD) #ENC 2d4 (4d6); AC 8; MV 120` (40`); HD 2; THAC0 18; #AT 1; D 1d8 or weapon; SV F1; ML 12; AL C; HOARD None; XP 29. [LL 103]

62. Public Bath - Water from up above barely drips down and fills this place up until it overflows into drains that flow below. Up to 35/4C.

63. Public Resting Room - Here looks like a place to lie around and relax after bathing. Beds, couches, and chairs in various conditions are scattered all around. Three very hardy men sit in here playing games and drinking. They are all werebears looking for some relaxation. When the players arrive is when they realize that someone (Kobolds in Room 55) has stolen their treasure horde.

LYCANTHROPE, WEREBEAR #ENC 1d4 (1d4); AC 2 (8); MV 120` (40`); HD 6; THAC0 14; #AT 3 (2 claws, bite); D 2d4/2d4/2d8; SV F6; ML 10; AL N; HOARD XX; XP 1,070. [LL 85]

64. Fine Dining Area - Area is lit up by many continual light spells. It looks like a bright outdoor dining area. ROOM TRAP: Falling door to the North.

ROOM TREASURE (Barrel - HIDDEN: In a Secret Hole in floor Nearby.): Coins (123,456cp)

65. Kitchen and Food Storage - When the door is opened the rats panic! An infestation of 40 giant rats explode out in a panic and attack! They pour out in various doors and way around.

RAT, GIANT #ENC 3d6 (3d10); AC 7; MV 120` (40`) Swim 60` (20`); HD 1d4 hp; THAC0 19; #AT 1 (bite); D 1d3 + disease; SV F1; ML 8; AL N; HOARD XX; XP 6. [LL 92]

66. The Black Stairs - Here is a large sitting room next to the Black Stairs of Obsidian. Here is the lair of the White Dragon Meltir the Cold. He is very angry and upset that his rest has been disturbed. Treasure will calm him down. He uses the drain in 62 to fly out when he needs too but has to get pelted by the Drow. He is served by his stupid Deep Elves and uses them accordingly. Up to 34B/4C (There are

two 34s)

DRAGON, WHITE #ENC 1d4 (1d4); AC 3; MV 90` (30`) Fly 240` (80`); HD 6; THAC0 14; #AT 3 or 1 (2 claws, bite or breath); D 1d4/1d4/2d8; SV F6; ML 8; AL N; HOARD XV; XP 1,070. [LL 70]

GP: 30000

Gems (20): Banded Agate-10 gp, Smoky Quartz-250 gp, Zircon-75 gp, Bloodstone-100 gp, Citrine-250 gp, Moss Agate-50 gp, Emerald-1000 gp, Sardonyx-250 gp, Smoky Quartz-75 gp, Lapis Lazuli-10 gp, Coral-750 gp, Tiger Eye Agate-50 gp, Chrysoprase-100 gp, Onyx-75 gp, Jet-500 gp, Onyx-250 gp, Sardonyx-100 gp, Lapis Lazuli-50 gp, Eye Agate-10 gp, Zircon-100gp.

Total Value: 4055 gp.

Magic: Potion of Clairaudience, Ring of Fire Resistance, Scroll: Treasure Map (Value 3 magic items, no weapons), Shield +1, Potion of Invisibility, Scroll: Cursed

67. Lava Falls - If you enter this lava filled room take 1d6 a round. Up to 34A/4C (There are two 34s but I think you can figure it out) or 33/4C. Graffiti: THIS BITCH BE HOT! SKALDI THOUGHT TWAS ILLUSION AND GOT ALL BURNED UP!

68. Southwest Estate Greeting Room - Here is three of the White Dragon's pets and they are hungry! Graffiti: HERE IS WHERE WE ENDED IT ALL IN MADDNESS! THOSE WHO FOLLOW THE MONILIH AND THOSE WHO FOLLOW THE ONE BELOW! DIE! DIE! DIE! TOAD, GIANT ICE #ENC 1d4 (1d4); AC 4; MV 90` (30`); HD 5; THAC0 15; #AT 1 (bite); D 3d4; SV F5; ML 7; AL N; HOARD XIV; XP 500. [AEC 138]

69. Southwest Estate Common Room - A room completely devoid of all furnishings except for a splotchy carpet. Strange portraits hang on the walls. The entire room is a Scything Blade Room Trap that will reset in one day.

ROOM TRAP: Scything blade, ankle-high (1d8+4 damage/attacks as a Lvl 4 Fighter/save vs petrify or feet will be severed).

ROOM TREASURE (Wooden Chest [LOCKED] - HIDDEN: Disguised to Appear as Something Else.): Coins (2163gp)

70. Southwest Estate Slave Room - The place is completely empty and spotless, clean as in GREEN SLIME cleaned it!

GREEN SLIME       #ENC 1 (0); AC NA; MV 3` (1`); HD 2; THAC0 18; #AT 1; D digestion; SV F1; ML 12; AL N; HOARD None; XP 38. [LL 80]

71. Southwest Estate Master Room - Here is where the master stayed. This room has been ransacked and pilfered.

FUNGI, VIOLET       #ENC 1d4 (1d4); AC 7; MV 10` (3`); HD 3; THAC0 17; #AT 1d4; D SV poison or rot into corpse after 1 round; SV F3; ML 8; AL N; HOARD None; XP 80. [AEC 126]

72. Map Room - This is a room full of maps of the ancient world. Most of the locations of the lost dungeons are here. The paper is so brittle that only a 1 in 12 chance of not turning into dust when handled. Copies of these maps would be worth 5000GP. IF these maps are brought to the surface they turn into dust when exposed to outside air.

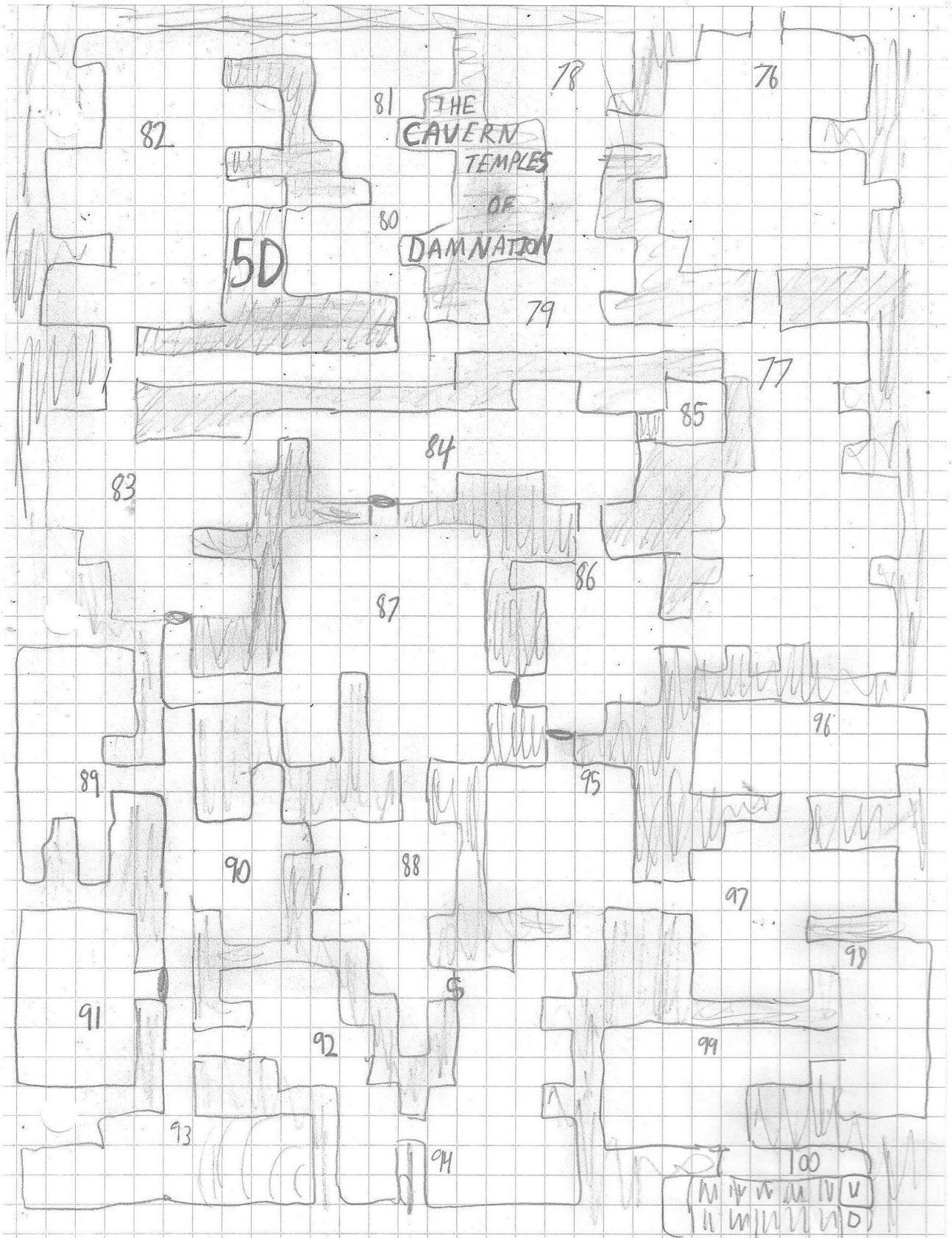
73. Forge - A room where weapons, armor, and other items are forged. It lays ruined and only small broken pieces lay around.

74. Magic Shop - This appears to have been a wizard's domain! Many spell books and such all ransacked and destroyed with mostly broken furniture and bottles. There is one large cabinet that seems to be untouched.

ROOM TREASURE (Sack - TRAPPED: Trapdoor Opening in Front of Container [pit 40 ft deep/4d6 damage].): Scrolls [2 Spells] [(Lvl 2-MU) Knock --- (Lvl 4-MU) Polymorph Others]

75. Magic User's Home - Here is where a magic user used to stay. Unfortunately the room has been ransacked. Fine robes are ruined and molded. Corroded jewelry lay scattered about the floor.





## 5D The Cavern Temples of Damnation

These caves are made of some sort of sooty dirty stone. It is quite soft and oily. It looks as if trees were burnt and buried in some spots and other the pure oily stone.

76. Blasted Cave - It looks like something exploded here. Pieces of bones, armor, and weapons litter the floor. There is not enough of anything to even try and piece together. Upon the wall is etched: BEHOLD HERE IS THE RESTING PLACE OF THE ARMY WHOM TRIED MY PATIENCE OF THE GREAT WIZARD MARGAMEL! Scrawled below in blood is written: THE ONLY PEACE YOU HAVE IS PIECES! Noise of a bestial battle to the WEST!

77. Wolverine Cave - There very angry wolverines of white live here and will attack blindly as in enraged! A mangled body of what appears to be a Deep Elf is found here.  
WOLVERINE, GIANT #ENC 1 (1d3); AC 4; MV 150` (50`); HD 4+4; THAC0 15; #AT 3 (2 claws, bite); D 1d4+1/1d4+1/2d4; SV F4; ML 11; AL N; HOARD None; XP 290. [AEC 141]

78. Ape Cave - There are eight Apes fighting six Toads from room 79 and they are making lots of noise! Wait it out or join.  
APE, ALBINO #ENC 1d6 (2d4); AC 6; MV 120` (40`); HD 4; THAC0 16; #AT 2 (claw, claw); D 1d4/1d4; SV F2; ML 7; AL N; HOARD None; XP 80. [LL 63]

79. Toad Cave - There are six Toads fighting eight Apes from room 78 and they are making lots of noise! Wait it out or join.  
TOAD, GIANT #ENC 1d4 (1d4); AC 7; MV 90` (30`); HD 2+2; THAC0 17; #AT 1 (bite); D 1d4+1; SV F1; ML 6; AL N; HOARD None; XP 71. [LL 99]

80. Empty Cave - There is nothing in here except for a few bats on the ceiling.

81. Empty Cave - There is nothing in here except a tingling noise and an evil laughing sound.

82. Crypt of the Crawlers - In this crypt the doors on both entrances have been splintered. It is here where the old



inhabitants now live! A ghoulish warren foul and despicable! The place looks like a junk city built up into the ceiling of the cavern! In here there are 16 ghouls left! They have quite a few prisoners that they slowly torture and kill if PCs need replacing. IF not all the victims are corpses.

GHOUL (UNDEAD) #ENC 1d6 (2d8); AC 6; MV 90` (30`); HD 2 (turn as 3 HD); THAC0 18; #AT 3; D 1d3/1d3/1d3 + paralysis; SV F2; ML 9; AL C; HOARD XXI; XP 47. [LL 76]

83. Bird Cave - Here is a cave with hundreds of bird cages hanging. All the birds are skeletons. In one of the cages is a Quasit begging to be free. He hates the other Quasit in room 56.

DEMON, QUASIT (LOWER ORDER DEMON) #ENC 1 (0); AC 2; MV 150` (50`); HD 3; THAC0 17; #AT 3 (2 claws, 1 bite); D 1d2/1d2/1d4; SV F3; ML 10; AL CE; HOARD XIx2; XP 95. [AEC 113]

84. Urine Cave - This cave smells of urine and stink! Two ferocious Giant Badgers live here!

BADGER, GIANT #ENC 1d2 (1d4+1); AC 4; MV 60` (20`); HD 3; THAC0 17; #AT 3 (2 claws, 1 bite); D 1d3/1d3/1d6; SV F3; ML 8; AL N; HOARD None; XP 50. [AEC 106]

85. The Welcome Room - This room has a voice that welcomes them in. The entrance way drops a block and seals them in forever.

ROOM TRAP: Ceiling block seals players in room or area.

86. Empty Cave - There is nothing in here.

87. Goblin Town - There are ornate Doors on these caves! Looks like someone wanted to tame these caves but it was for nothing! A group of 30 goblins live here ready to attack! They have not been doing very well as they started off with a tribe of over 100 goblins. They have one Goblin Magic User with them as well named Tekargh! He has AC9 and 12HP Spells 2/2 Sleep, Charm, Stinking Cloud, Web

GOBLIN #ENC 2d4 (6d10); AC 6; MV 60` (20`); HD 1 -1; THAC0 19; #AT 1 (weapon); D 1d6 or weapon; SV 0 human; ML 7; AL C; HOARD III (XX); XP 5. [LL 78]

INDIVIDUAL TREASURE: Coins (7ep)

88. Goblin Storage - Here is where these goblins are storing their food and possible Prisoners. The room is full of ransacked boxes and such.

ROOM TREASURE (Small Coffin [LOCKED]): Coins (719pp)

89. Doll Cave - The cave is full of Dolls, hundreds of thousands of them from floor to ceiling.

90. Goblin Empty Cave - There is nothing in here. There are sounds of a small child giggling then weeping.

91. An ornate locked door seals off a room with three Stone Animate Statues! It says on the door HE WHO HAS THE CROWN CONTROLS THE WARRIORS OF STONE! This is true but the crown has been lost for centuries. IF the door is opened the Statues come out and attack and then return to their room and shut the door when finished.

STATUE, ANIMATE STONE #ENC 1d3 (1d3); AC 4; MV 60` (20`); HD 5; THAC0 15; #AT 2 (fists); D 2d6/2d6; SV F5; ML 11; AL C; HOARD None; XP 500. [LL 98]

92. The Half Floor - Somehow the floor is floating on a strange liquid. There is a Sack with a large amount of silver.

ROOM TREASURE (Sack): Coins (51,234sp)

93. This room is filled with water with the deeper side to the west. There are 15 3HD giant killer frogs that pour out ready to kill and eat!

FROG, GIANT KILLER #ENC 3d6; AC 8; MV 60` (`20) Swim 120` (40`); HD 1+4; THAC0 18; #AT 3 (2 claws, bite); D 1d2/1d2/1d4+1; SV F1; ML 7; AL N; HOARD None; XP 21. [AEC 126]

94. Winter Wolf Lair - A pack of 6 Winter Wolves den here. They have been collecting quite a bit of treasure for a while and would love yours. They are hungry and do not feel like talking!

WOLF, WINTER #ENC 2d4 (2d4); AC 5; MV 180` (60`); HD 6; THAC0 14; #AT 1 (bite) or 1 (breathe); D 2d4 or 6d4 breathe (SV breath attacks for half damage); SV F6; ML 10; AL NE; HOARD XIV; XP 820. [AEC 140]

LAIR TREASURE (Pottery Jar): Gems (1153 gp total) [sard

quartz(48gp) --- turquoise(6gp) --- smoky quartz(70gp) ---  
lapis lazuli(10gp) --- aquamarine(428gp) --- deep blue  
spinel(280gp) --- hematite(18gp) --- deep blue  
spinel(290gp) --- blue quartz(2gp) --- malachite(1gp)] ===  
Jewelry (1091 gp total) [silvery gold belt(29gp) ---  
silvery gold amulet(39gp) --- golden gemmed  
bracelet(1023gp)] === Coins (342pp)

95. Empty Cave - There is nothing in here. It feels bleak,  
empty, and lonely. A really cold breeze blows in from the  
south!

96. Music Cave - The sound of weird music and crying is in  
this otherwise empty cave.

97. Lizardfolk Lair - In here steam rises up inot an eerie  
fungi forest. A tribe of 12 lizardfolk live here between  
rooms 97 to 99. They can be bribed with food and baubles.  
LIZARDFOLK #ENC 2d4 (6d6); AC 5; MV 60` (20`); HD 2+1;  
THAC0 17; #AT 1 (weapon); D 1d6+1 or weapon +1; SV F2; ML  
12; AL N; HOARD XIX; XP 47. [LL 84]

98. Lizardfolk Piercer Room - IF the Lizardfolk have  
trouble they trick the victims into coming in here to get  
pierced! There are 10 of them on the ceiling at 2HD each!  
PIERCER #ENC 3d6 (3d6); AC 3; MV 10` (3`); HD 1-4;  
THAC0 19/18/17/16; #AT 1; D 1d6 per HD; SV F1-4; ML 10; AL  
N; HOARD None; XP 10; 20; 50; 80. [AEC 133]

99. Lizardfolk Resting Room - Here is another steamy room  
that serves as a resting place for the lizardfolk.

100. More Black Stairs to Level 6

AT LAST THE 5<sup>th</sup> ISSUE OF THE

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